

-----  
Title: Never Never Land

Author: Azoth Malishar  
-----

In the early days of  
Sosaria there were  
those who sailed the  
seas in search of  
grand adventures and  
new land. My guild  
had one such person  
whose name alas has

been lost due to the  
ravages of time. This  
is the story a great  
discovery by that  
intrepid soul who  
resided in the guild  
organized by Shakkar.

After establishing a  
base on Tar Valon  
our guild members  
continued to further  
develop their skills,  
live by the eight  
virtues and defend the  
defenseless from the

murderers that ran  
prolific in the land.

Even though our  
intrepid explorer had  
discovered a remote  
island for our guild,  
he was always

determined to explore  
further. One day he  
returned to Tar  
Valon with the same  
sense of excitement  
that he displayed the  
day he told us about  
the island we called

home.

The explorer excitedly

conveyed that he had  
discovered an  
expansive island that  
stretched for a great  
distance! This island

was a vast expanse of  
flat, green fields  
perfect for the  
foundation of an  
entire town perhaps.

Intrigued by this tale,  
an entourage from our

guild set sail to see  
this vast land for  
ourselves.

Shakkar, Gabriel, the  
explorer and I set  
sail for the land to  
see it with our own

eyes. When we  
arrived we were  
shocked by  
what we saw.

The flat, green fields  
stretched on for as  
far as the eye could

see!

We rode our horses  
excitedly around the  
land amazed at this  
perfectly flat, immense  
island we stood upon.  
Gabriel was the most

excited amongst us  
and after we marked  
runes to the island he  
returned shortly and  
built a castle.

If it sounds too good  
to be true then you

have the right  
instincts. Shortly  
after Gabriel erected  
his castle he was  
visited by strange,  
mysterious beings in  
hooded red robes. To

our surprise we were

told that we weren't  
supposed to be on this  
land! After this  
encounter we surmised  
that these red-robed  
beings seemed to be  
far more powerful and  
unfathomable than any

ordinary citizen of  
Britannia.

Needless to say  
Gabriel heeded the  
warning of the  
red-robed beings and  
with the help of one  
of them was able to  
relocate his castle  
elsewhere.

In the meantime more  
explorers started  
arriving on the land  
and building castles  
and other buildings on  
this vast expanse of  
green.

It was then that the  
red-robed beings  
announced that the  
rest of the explorers  
had to leave or else.

Even though we were  
told that Never Never  
land was off limits  
we still used our  
runes once in awhile  
to go and peek at  
what those seemingly  
omnipotent beings were  
doing with that land.

After my exile to  
the ether I returned  
to Britannia and  
noticed that I still  
had a rune for Never  
Never land. Sadly for  
some reason it doesn't  
allow me to teleport to  
that location.

Who knows what

became of Never  
Never land? Only the  
mysterious beings in  
red truly know for  
certain...